

# FOOD Waste Warriors

<p><b>START</b></p>	<p><b>MEAL PLANNING</b></p> <p>The player can choose to plan their meals for the week, reducing the chances of buying unnecessary food.</p> 	<p><b>COMPOSTING</b></p> <p>The player can choose to compost their food scraps.</p> 	<p><b>BAD LUCK!</b></p> <p>Return to the start and begin the race again</p>	<p><b>TIME TO REST!</b></p> <p>Stay one round without playing</p>
<p><b>BAD LUCK!</b></p> <p>Return to the start and begin the race again</p>	<p><b>DONATING FOOD</b></p> <p>The player can choose to donate excess food to a local food bank.</p> 	<p><b>LEFTOVERS</b></p> <p>The player can choose to use the leftovers to make a new meal.</p> 	<p><b>TIME TO REST!</b></p> <p>Stay one round without playing</p>	<p><b>IMPULSE BUY</b></p> <p>The player has made an impulsive purchase and will have to lose one food item.</p>
<p><b>SHOPPING WITH A LIST</b></p> <p>The player can decide to do their shopping with a list, which will allow them to make more conscious purchases.</p> 	<p><b>USING THE WHOLE PRODUCT</b></p> <p>The player can decide to use the whole product, for example by cooking potatoes with the skin on.</p> 	<p><b>DEFROSTING ONLY WHAT IS NEEDED</b></p> <p>The player can decide to defrost only the amount of food that they need, for example only the amount of meat required for a specific dish.</p> 	<p><b>UPS</b></p> <p>Go 3 fields back</p>	<p><b>FINISH LINE</b></p> <p>You saved all the food from wasting.</p>

**Objective:** The objective of the game is to reduce food waste by making smart choices and avoiding wasteful behaviors.

**Gameplay:** Each player starts the game with a game pawn on the "START" field and 0 initial food items. On each turn, a player rolls the dice and moves their game piece along the path. Depending on the space they land on, they will encounter different tasks which completed let the player save the food items from the field. The first player to reach the finish line with 10 or more food items saved wins the game.